REDUCING THE RESOLUTION OF
BONES IN A THREE-DIMENSIONAL MODEL

5   **ABSTRACT**

Modifying a three-dimensional model includes constructing
a bones infrastructure for a polygon mesh, removing edges of
polygons in the polygon mesh to reduce a resolution of the
polygon mesh, receiving an instruction to reduce a number of
10   bones in the bones infrastructure, reducing the number of
bones in the bones infrastructure in response to the
instruction, and associate the polygon mesh with the bones
infrastructure having a reduced number of bones.

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